**Puddletown First School**

**KS2 Computing – Achieving Mastery**

At Puddletown First School we understand the National Curriculum to be a mastery curriculum. We believe to show mastery of the Geography curriculum children need to be able to demonstrate key skills or concepts independently. The principle behind achieving mastery in the children being able to demonstrate an ability *‘to think like an IT designer or operator’*

**Curriculum intent:**

* To use ICT responsibly, safely, confidently and creatively to access and present ideas and information
* TO use computer programming to solve problems
* To understand the basis of computer science
* Design, write and debug a simple program to control or simulate a system
* Explain how a simple algorithm works and spot mistakes
* Use IT safely and respectfully knowing how to report and respond to concerns
* Begin to use search technologies effectively learning how to be discerning in the value and integrity of the content
* To have some understanding of how the internet provides services

**Key programmes, packages and activities**